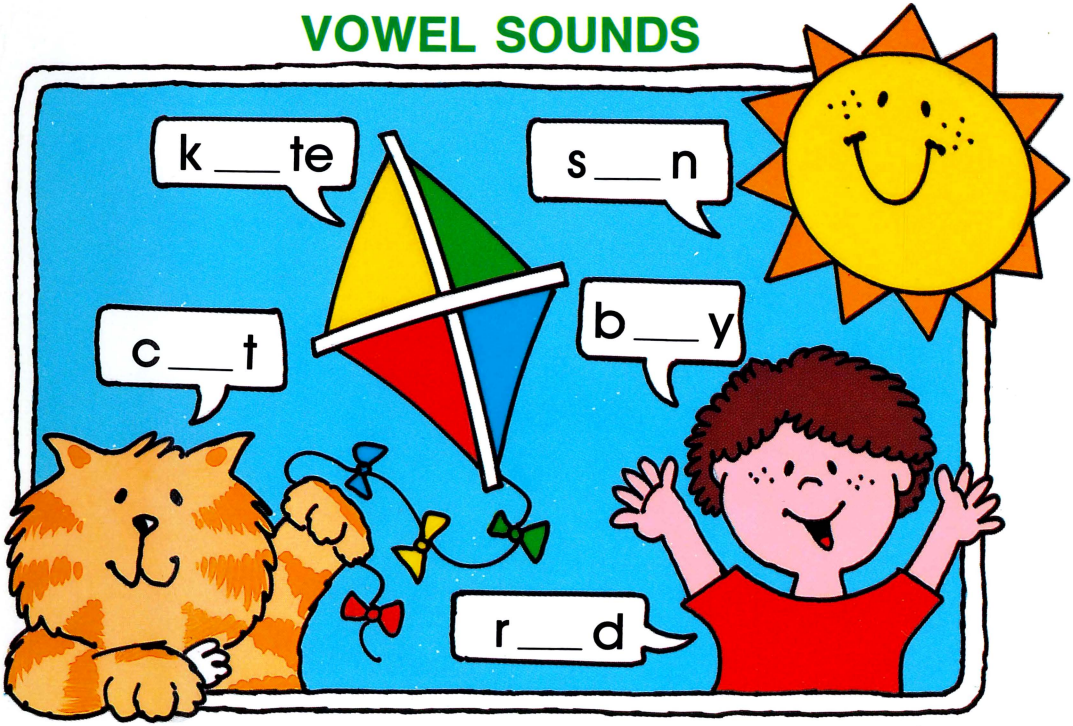
Troll

APPLE DISK
Apple II/II+/IIe/IIc/IIgs
Applesoft, 48K

Micro Courseware

Reading Fun

VOWEL SOUNDS



A TROLL LEARNING CENTER

This unit contains: 1 micro-software disk and a User's Guide.

A TROLL LEARNING CENTER

READING FUN: Vowel Sounds is an ideal way to help youngsters master the long and short sounds made by the vowels A, E, I, O, and U in various positions in words.

Children identify high-resolution pictures of objects that contain the long or short sounds of the vowels, and then they fill the pictures with color! The program includes a wide variety of easily recognized illustrations and matching words, for hour after hour of animated reading and learning fun!

THIS LEARNING CENTER CONTAINS:

- a MICRO-SOFTWARE program disk
- a User's Guide

TROLL ASSOCIATES
Mahwah, N.J. 07430

Reading Fun: Vowel Sounds

TROLL MICRO

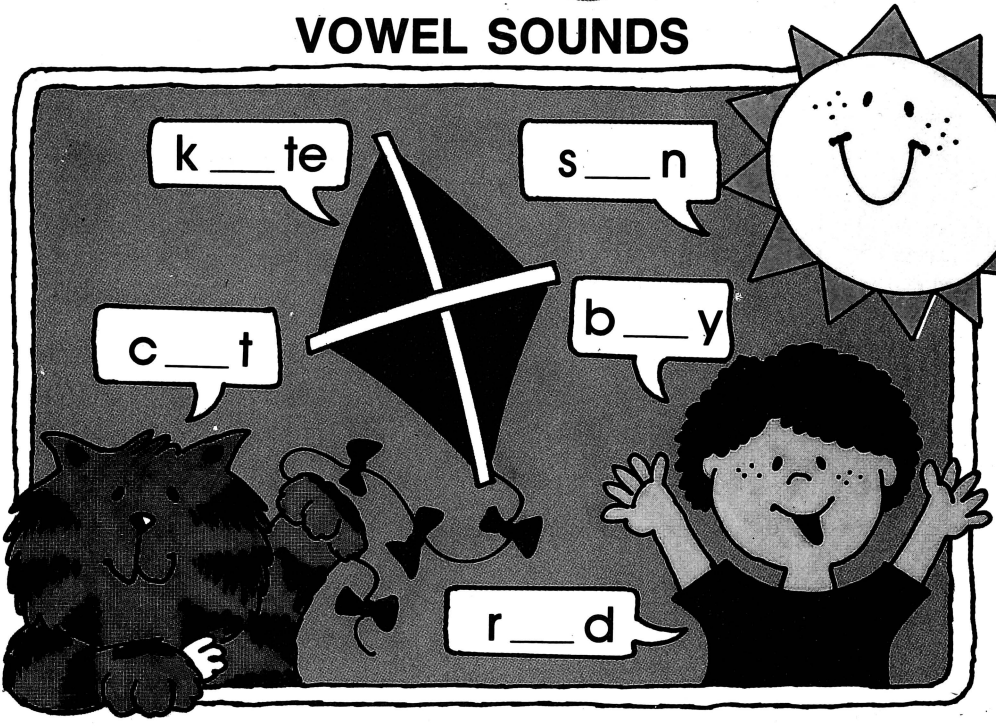
Troll MICRO

CHAPTER I

COURSEWARE USER'S GUIDE

Reading Fun

VOWEL SOUNDS



Troll Micro-Software

READING FUN
Vowel Sounds
Micro User's Guide

System Requirements

1. Apple IIGS, IIc, IIe, II+, or II (with Applesoft and at least 48K of RAM).
2. One disk drive.
3. A TV set or video monitor (color is recommended).

How to Use This Program

Reading Fun: Vowel Sounds is an interactive program designed to help students learn to recognize and identify the long and short sounds of the vowels A, E, I, O and U. These skills are presented in a format that is entertaining as well as educational.

Getting Started

Insert the program disk into the disk drive with the label facing up and the oval cutout facing away from you. Close the door on the disk drive and turn on the monitor and computer. The red light on the disk drive will light up as the program loads.

NOTE: Some Apple computers require that PR#6 be typed before the program begins loading.

When the program has loaded, the Troll logo will appear, followed by the title. The student is then asked to enter his or her name, and whether sound is desired. Then the menu appears:

1 Crazy Crayons
2 Brush-Ups

The student presses 1 or 2 to choose the corresponding activity, which will load and run automatically. The student may press C to see the credit screen or Q to quit the program.

Special Keys

	H	**Help**
CONTROL	X	**Return to Menu**
CONTROL	O	**Turn Sound On or Off**

Skills Activities

Crazy Crayons (Beginning Vowel Sounds)

An easel with four black-and-white pictures is presented, along with a single word. The student is asked to color the pictures that begin with the same vowel sound as the word given. By pressing the space bar, the student moves a crayon from picture to picture. When the crayon is on a picture beginning with the same vowel sound as the word given, the student chooses a color by pressing 1 for Red, 2 for Blue, 3 for Green, or 4 for Purple. After a picture has been colored, the student can change its color by pressing another number from 1 to 4. Each picture that is a correct answer may be colored as many times as desired, except for the last one, which may only be colored once. If the student attempts to color a picture which does *not* begin with the same vowel sound as the word given, an X is drawn through the picture. When the student has colored all the appropriate pictures, another set of four pictures is presented. After several sets of pictures have been presented, the program automatically returns to the menu.

Brush-Ups (Medial Vowel Sounds)

A black-and-white picture is carried onto the screen by a conveyor belt. The student is asked whether the word pictured has the same middle vowel sound as the vowel sound in a given word. The student presses Y for Yes or N for No. If the student's answer is correct, a paint can is pushed onto the screen, and the student paints the picture. (To choose a color, the student presses 1 for Red, 2 for Blue, 3 for Green, or 4 for Purple.) After the picture has been painted, the conveyor belt carries off the picture and the paint can and carries on a new picture. After several pictures have been presented, the program automatically returns to the menu.

Care of Disks

The micro-software program is recorded on the magnetic coating of the program disk, which is permanently sealed inside a protective cover. Do not touch the surface of the disk that is visible through the oval cutout in the protective cover. When the disk is not in use, it should be returned to its own envelope and stored in a safe place away from dust, magnetic fields, and temperature and humidity extremes. Do not bend, staple, or write on the disk or its protective cover with ball point pen or pencil.

Warranty

Troll Associates provides a lifetime guarantee on Troll micro-software disks. If any program disk is accidentally damaged or ever fails to load or run, simply return it to us for a free replacement.

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